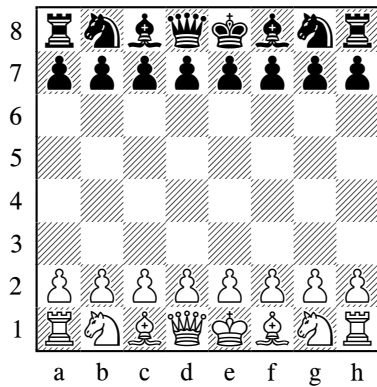


GETTING STARTED

- Starting Position
- The Pieces and their Values
- King Moves
- Rook Moves
- Bishop Moves
- Queen Moves
- Knight Moves
- Pawn Moves
- Capturing En Passant
- Pawn Promotion
- Castling
- Check and Checkmate
- Draws
- Algebraic Notation
- Descriptive Notation







Starting Position



1—Starting Position

- Each player has a white square on the right hand corner. (White on the right)
- The White Queen is on a white square and the Black Queen is on a black square (Queen on color)
- White moves first

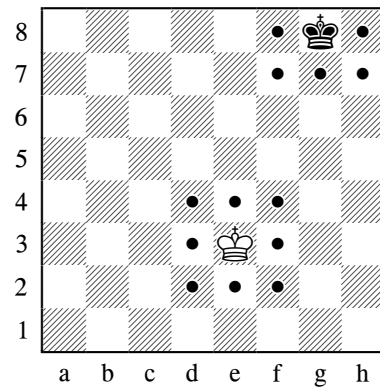
The Pieces and their Values

	K - King	
	Q -Queen,	9 pawns
	R - Rook (not castle)	5 pawns
	B - Bishop	3 pawns
	N - Knight	3 pawns
	P - Pawn	3 moves

Use these values as a rough guide, they are not absolute. You gain the advantage if you exchange a bishop or knight for a rook. Giving up your queen to get two rooks is also a good idea. A bishop is worth roughly the same as a knight. A knight and two pawns are worth about the same as a rook. We will spend a lot of time later talking about how piece values change throughout a game.

King Moves

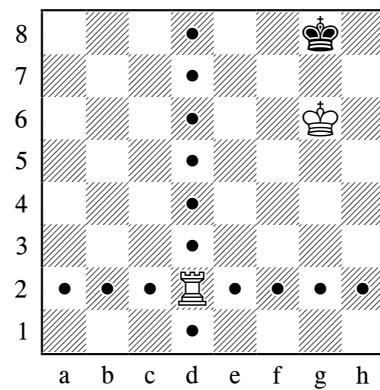
The king moves one square in any direction and it captures the same way it moves. The King has a special move called “castling” which we will discuss later. The King may never move into check, we’ll discuss check later too.



2—King Moves

Rook Moves

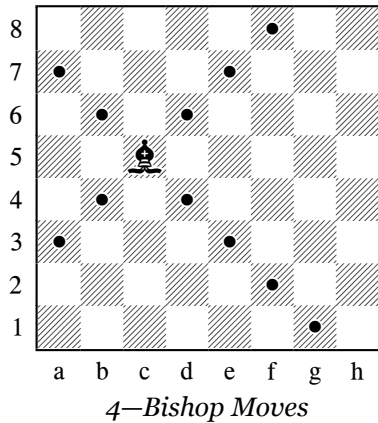
The rook moves to any unobstructed square on its rank or file. A lone rook and king can force checkmate, a bishop or knight and king cannot. What is white’s best move?



3—Rook Moves

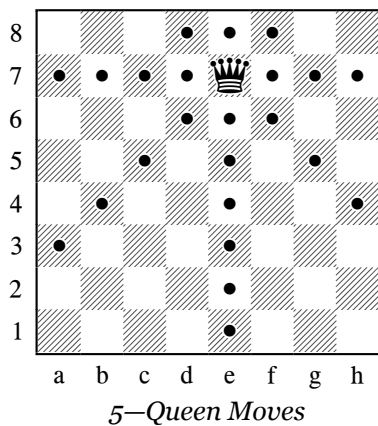
Bishop Moves

A bishop moves to unobstructed squares on the diagonals. It plays the entire game on just one color of square.



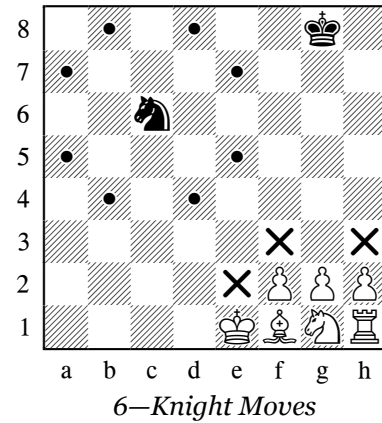
Queen Moves

The queen combines the moves of the rook and bishop. It moves to any unobstructed square along its rank, file, or diagonal.



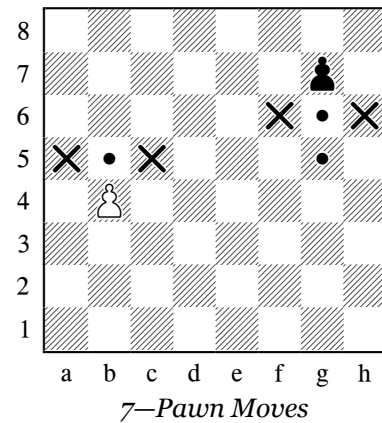
Knight Moves

The knight waltzes across the board, two squares in one direction then one in another. It's an "L" shaped move. A knight is the only piece that moves over other pieces; it isn't obstructed by either its own forces or the opponent's.



Pawn Moves

Pawns move straight ahead, but capture diagonally. They may move either one or two squares from their starting square, then they move one square at a time. Pawns capture one square diagonally forward.

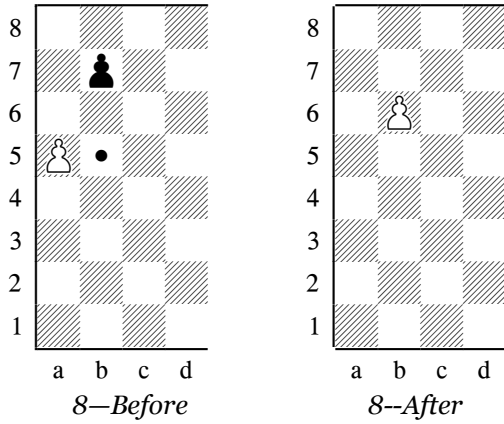


Pawns have two additional special moves, capturing "en passant", and promotion.

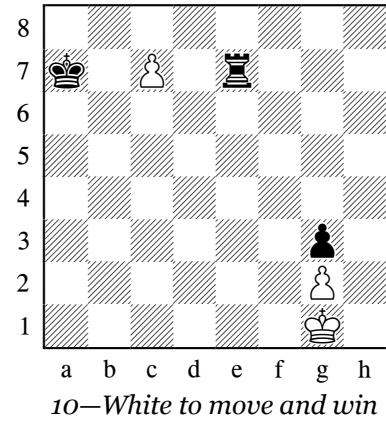
Capturing En Passant

"En Passant" is a French phrase that means "in passing." When a pawn moves two squares, an enemy pawn may capture it as if it had moved only one. This must be done immediately—no intervening moves are allowed.

In figure 8, Black moves his pawn two squares to b5. On the next move, white may capture it on b6.

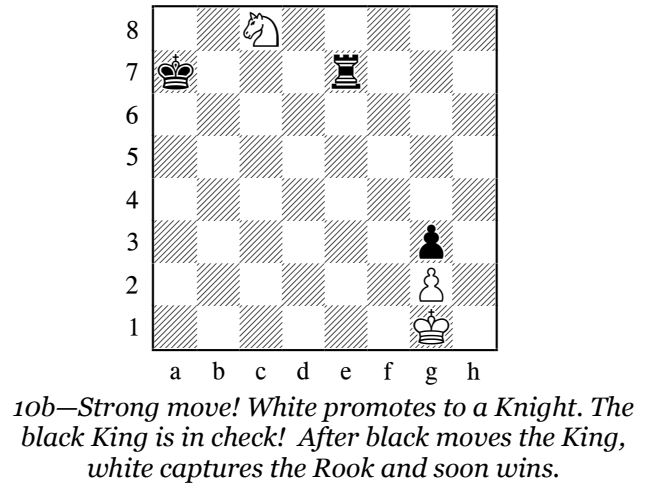
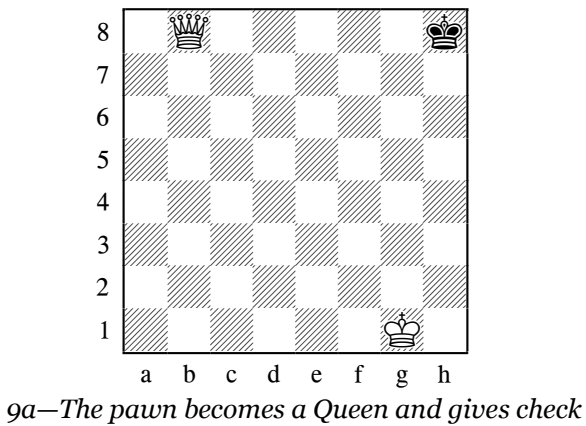
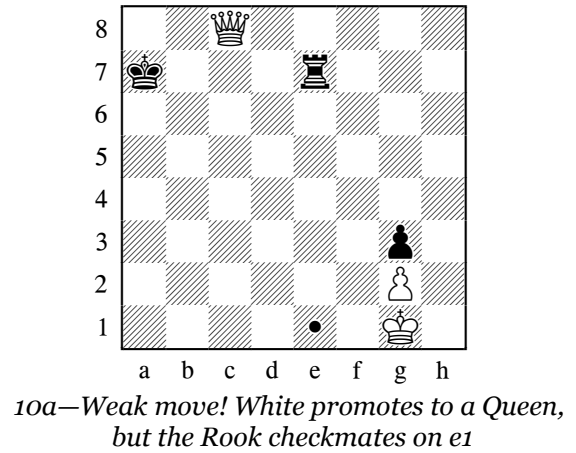
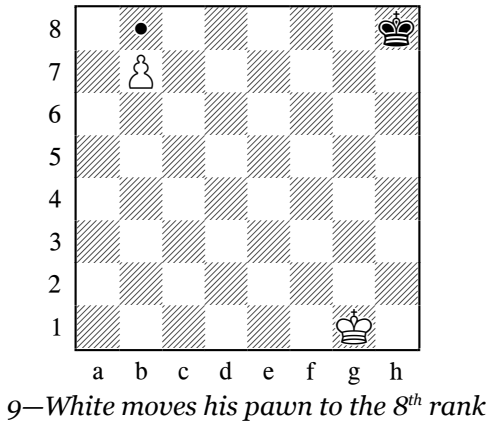


Usually you will want to promote your pawn to a queen, but sometimes underpromotion is better:



Pawn Promotion

A pawn that advances to the 8th rank becomes a queen, rook, bishop, or knight. In figure 9, the pawn becomes a queen and checks the black king.

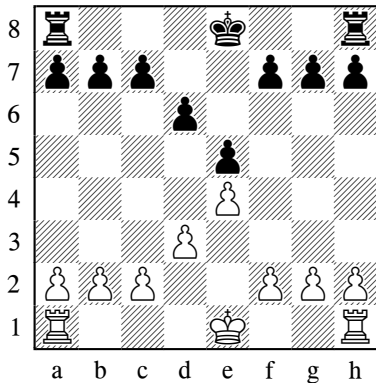


Castling

Players may castle once a game if certain conditions are met:

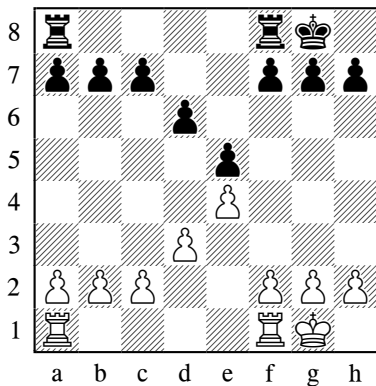
- The King must not have moved. Even if the King returns to his starting square, castling is forbidden for the rest of the game.
- The Rook involved must not have moved either.
- The King must not be in check.
- The King must not pass through check.
- The King must not finish in check.
- There must be no pieces between the King and the Rook involved.

To castle queenside, do the same thing. Move the King two squares toward the Rook and then put the Rook on the other side of the King. Notice that the King ends one step further from the corner.

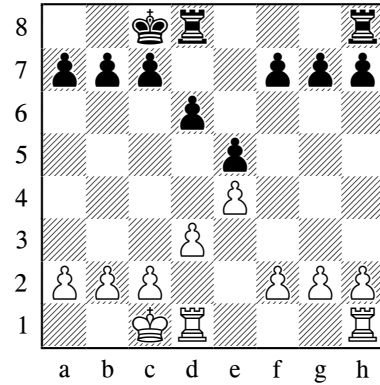


11-Before Castling

To castle kingside, move the King two squares toward the Rook, then put the Rook on the other side of the King.

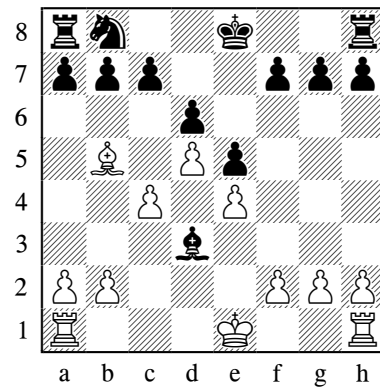


11a-After kingside Castling (O-O)



11b-After queen side Castling (O-O-O)

Castling helps protect your king and develop your Rooks. Note that after these examples the Rooks are protecting each other. Also, getting your King into a corner usually makes it safer. We'll talk a lot more about castling when we discuss opening ideas.



12-Black to move, cannot castle. White to move, may castle queenside.

In figure 12, Black cannot castle because she is in check. If the Knight on b8 were on c6 instead, then she could castle kingside, but not queenside.

White to move in figure 12, could castle queenside, but not kingside. The Bishop on d3 attacks f6 and the white King may not move through check.

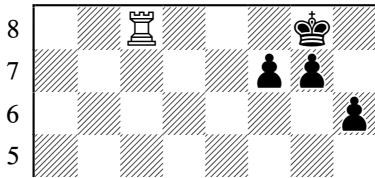
Check and Checkmate

When an enemy piece or pawn attacks the King, the King is said to be in “check”. The side in check must find some way to get out of it immediately; they may not wait a move.

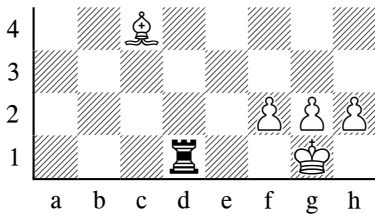
There are three ways to get out of check:

- Capture the attacking piece.
- Interpose a piece—put a piece between the King and the attacker. This doesn’t work if the attacking piece is a Knight.
- Move the King out of check.

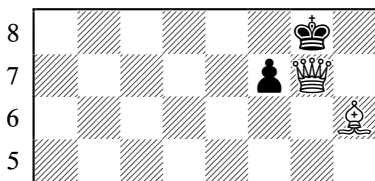
If none of these are possible, then it is *Checkmate* and the game is over.



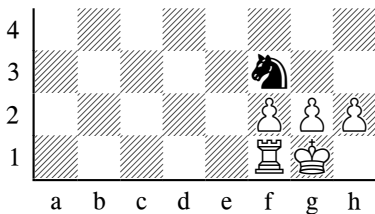
13a—Black can escape by moving to h7



13b—White can move the Bishop to f1



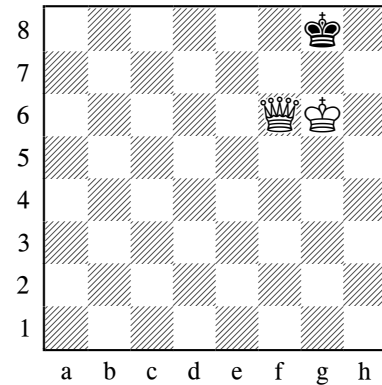
14a—Black is checkmated. He can’t escape, can’t interpose, and can’t take the Queen.



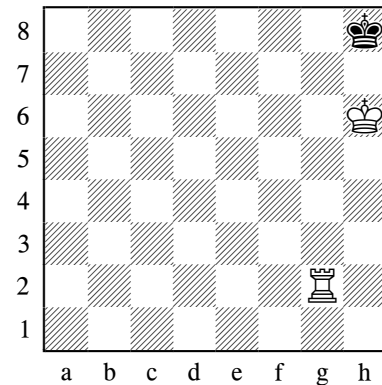
14b—White may move to h1 or may take the Knight with his g-pawn.

Draw

- A game is drawn when neither side has enough material to give checkmate.
- A player may claim a draw when he is about to repeat a position for the third time, with the same player on the move, and with the same castling rights. (*There may be different moves between the repeats.*)
- A player may claim a draw when he is about to make the 50th move without either side having moved a pawn, captured a piece, or changed castling rights. (*This means 50 moves by each player, not 25 by white and 25 by black.*)
- A game is drawn when a player has no legal move but is not in check. This is called *Stalemate*.
- Two players may agree to a draw at any time.

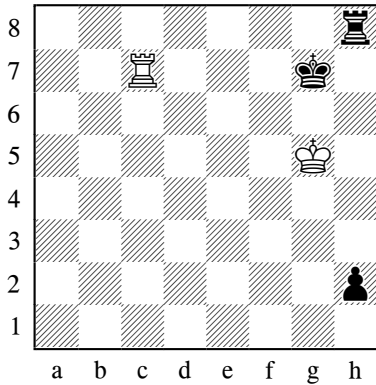


15—Stalemate with Black to move



16—Stalemate with Black to move

In 17 Black threatens to promote the h-pawn, but White is saved by perpetual check (3-move repetition.) White gives check on c7 and c8 with the Rook. The Black King must not abandon his Rook or White will capture it and then the capture the h-pawn on the next move. However White cannot exchange rooks because then Black's h-pawn becomes a Queen.



17—Perpetual Check (Three move Draw)

Algebraic Notation

Chess games are usually recorded in Standard Algebraic Notation (SAN.)

In SAN you name the piece and its destination. Pawns are not named unless they are capturing, then you just name the file.

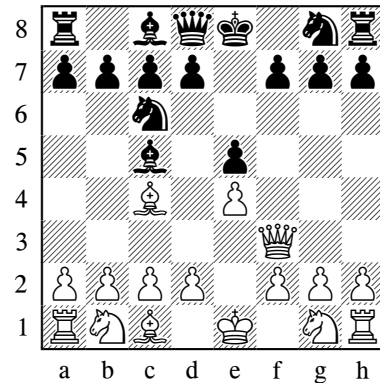
Full algebraic notation omits the piece names altogether. Instead it names the starting and ending squares.

Let's look at full algebraic notation first, then abbreviated will make more sense.

- 1 e2-e4 e7-e5
- 2 f1-c4 f8-c5
- 3 d1-f3?! b8-c6??
- 4 f3xf7#

Now here it is in Standard Algebraic Notation. Leave off the starting square unless you need it for clarity, and name the pieces:

- 1. e4 e5
- 2. Bc4 Bc5
- 3. Qf3 Nc6
- 4. Qxf7# (Checkmate)



18—After 3...Nc3??

The “# after White’s fourth move means checkmate.

We put a?? after Black’s third move because it was a blunder. A poor move gets a “?”, so why did we put one after white’s third move? It leads to a win; was it a good move?

These are the most common symbols:

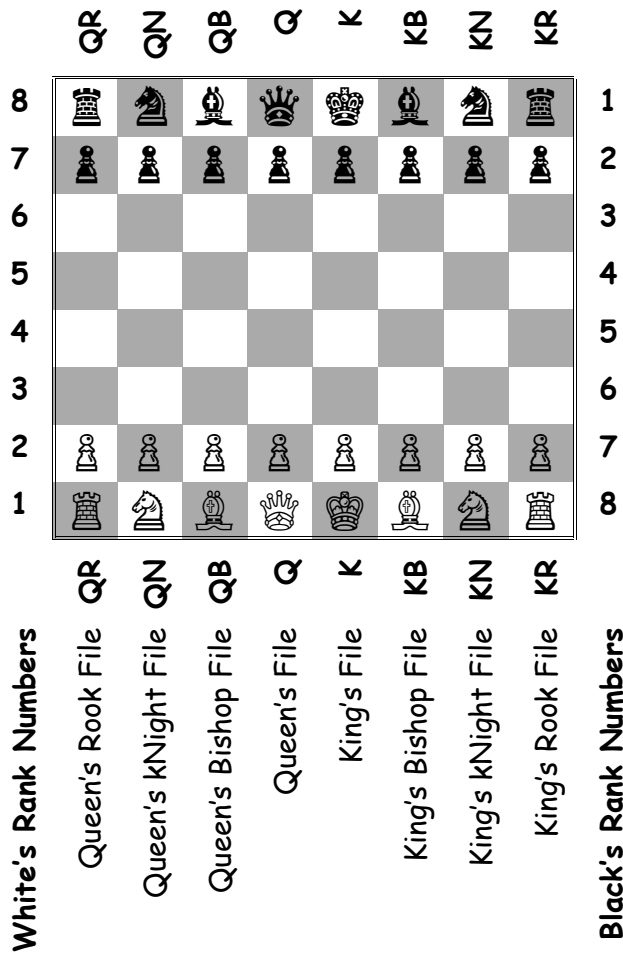
- + Check ! Strong
- # Checkmate !! Brilliant
- ? Weak !? Interesting
- ?? Blunder ?! Dubious
- O-O Castle O-O-O Castle
- Kingside Queenside
- e.p. en passant

Descriptive Notation

Many older chess books are written in descriptive notation. Even though most players prefer algebraic notation, some of the terms from descriptive notation are very useful.

File Names:

- | SAN | DESCRIPTIVE |
|-----|------------------------|
| a | Queen’s Rook File—QR |
| b | Queen’s kNight File—QN |
| c | Queen’s Bishop File—QB |
| d | Queen’s File—Q |
| e | King’s File—K |
| f | King’s Bishop File—KB |
| g | King’s kNight File—KN |
| h | King’s Rook File—KR |



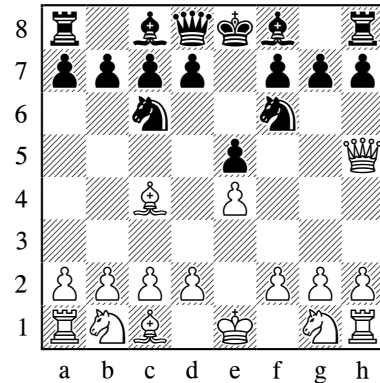
Ranks are always numbered from the side of the player who is making the move. Here's how the previous game would be written in descriptive notation.

- | | | |
|----|------|-------|
| 1. | P-K4 | P-K4 |
| 2. | B-B4 | B-B4 |
| 3. | Q-B3 | N-QB3 |
| 4. | QxP# | |

Here's how you would read it:

1. Pawn to king four. Pawn to king four.
2. Bishop to bishop four. Bishop to bishop four.
3. Queen to bishop three. Night to queen's bishop three.
4. Queen takes pawn. Checkmate.

Here's another short game with a similar theme.



19—After 3...N-f6

First in Standard Algebraic Notation:

- | | | |
|----|-------|-----|
| 1. | e4 | e5 |
| 2. | Qh5 | Nc6 |
| 3. | Bc4 | Nf6 |
| 4. | Qxf7# | |

Now in Descriptive Notation:

- | | | |
|----|-------|-------|
| 1. | P-K4 | P-K4 |
| 2. | Q-R5 | N-QB3 |
| 3. | B-B4 | N-B3 |
| 4. | QxBP# | |

Notice first that the when the pawns move, they both move to "king four". When white is moving you count from white's side, and then when black moves, you count from his side. So the square "king four" is two different squares: white's king four and black's king four.

Also notice that White's second move could have been written 2. Q-KR5, but the "K" isn't really necessary because the queen can't move to QR5. On Black's second move, N-QB3, the "Q" is necessary to tell us which knight has moved.

A final point comes on 4. QxBP#. We write BP instead of just P because the queen could take the KP, the RP, or the BP.